



Maya Deren Discotheque

A live-action storytelling experimental RPG by Evan Torner

[CC-by-Attribution and tell me if you play!]

Find a quiet room you can make loud, and 3-5 friends.

Put on music you find contemplative.

Form a line.

Say aloud to the next person in the line "One day, you find a locked door in a beach and a key."

Ask them a specific question about a detail you'd like for them to address in their response: "What is on the floor when you open it?" Or "Who leads the seagulls?" Or "How did you find the black suitcase?"

Then: "What do you do?"

Then start doing one unusual physical action repeatedly until it's your turn again. Twist your wrists. Lick the air. Do something.

The next player describes their action, attending to the specific detail and keeping the shared "character" moving through space. "I move into a room covered in snails. What smells like roses?"

That player may choose instead to abruptly change the music, though must still start a repeated unusual movement.

Players at the end of the line move to the other end, then take their turn.

Play ends when a player shuts off the music and all present writhe on the floor for a minute.